





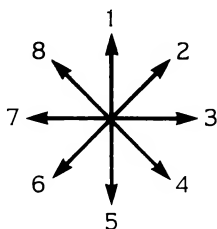


★ = capital system

PLAYER SYMBOLS

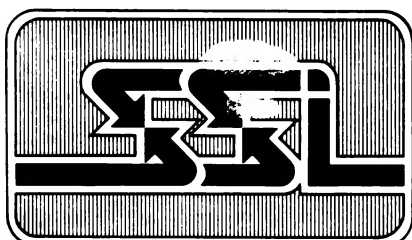
PLAYER #1 Task Force    PLAYER #2 Task Force
PLAYER #3 Task Force    PLAYER #4 Task Force

CURSOR MOVEMENT CONTROLS



ECONOMIC NOTES

- ☐ Each AG makes 4 FOOD and needs ½ POP
- ☐ Each MINE makes 1 ORE and needs ½ POP
- ☐ Each IND makes 3 IOs and 2 Mil IOs and needs 1 ORE and 1½ POP



STRATEGIC SIMULATIONS INC

IO COST TABLE

ITEM	IO COST	MIL IO COST	MINIMUM ACTIVE IND	MAX VALUE
Small Ship	5	5	10	Total number of warships may not exceed 255
Medium Ship	12	12	24	
Large Ship	35	35	70	255 per task force
Transport	5	5	10	No limit
Trader	2	2	4	30
SDF	3	3	6	30
PDF	3	3	6	255
Army	1	1	2	
Tech Level	350	0	0	7
Industry	8	0	0	100
Mine	5	0	0	RSRC
Agriculture	2	0	0	ENVY-50
Environment	10	0	0	100; can't be built until Tech = 4

SHIP DESIGN TABLE

	SMALL SHIP	MEDIUM SHIP	LARGE SHIP
DESIGN PTS.	16	32	64
PB	1	1	1
EN	1	1	1
MS	1	1	1
EV*	1	2	4
AR	1	1	1
AM	1	1	1
SPD	1	2	4

* Minimum FV (which is free) is 4, 2, and 1 L medium, and large ships, respectively.

MISSION ASSIGNMENT

MISSION	CODE
GARRISON	G
REPAIR*	R
PATROL	P
COMMERCE RAID	C
EMBARGO	E
MOVE	M
WITHDRAW	W

* May only be given during first movement in system with friendly or allied independent industrial world